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FIG. 1

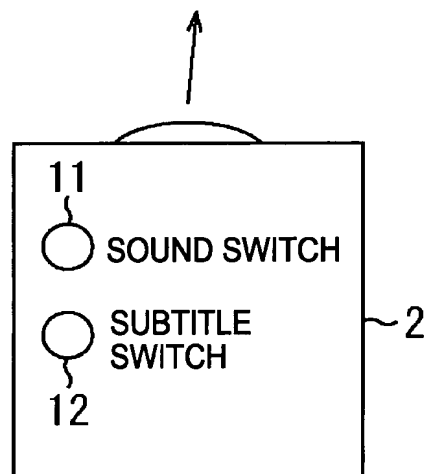
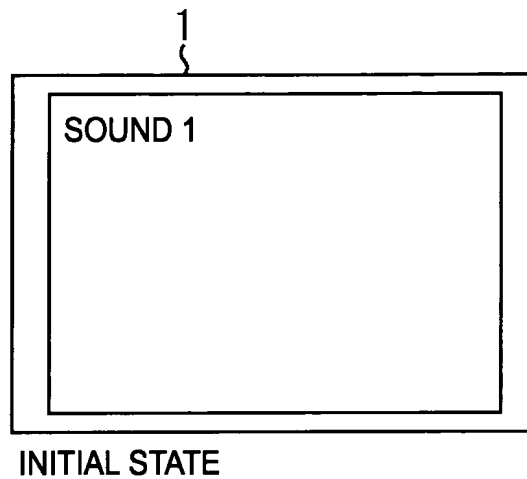


FIG. 2

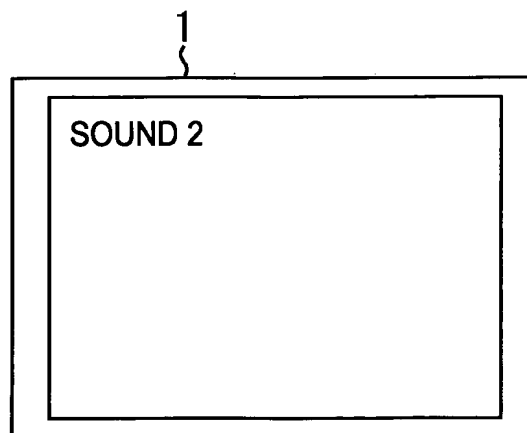
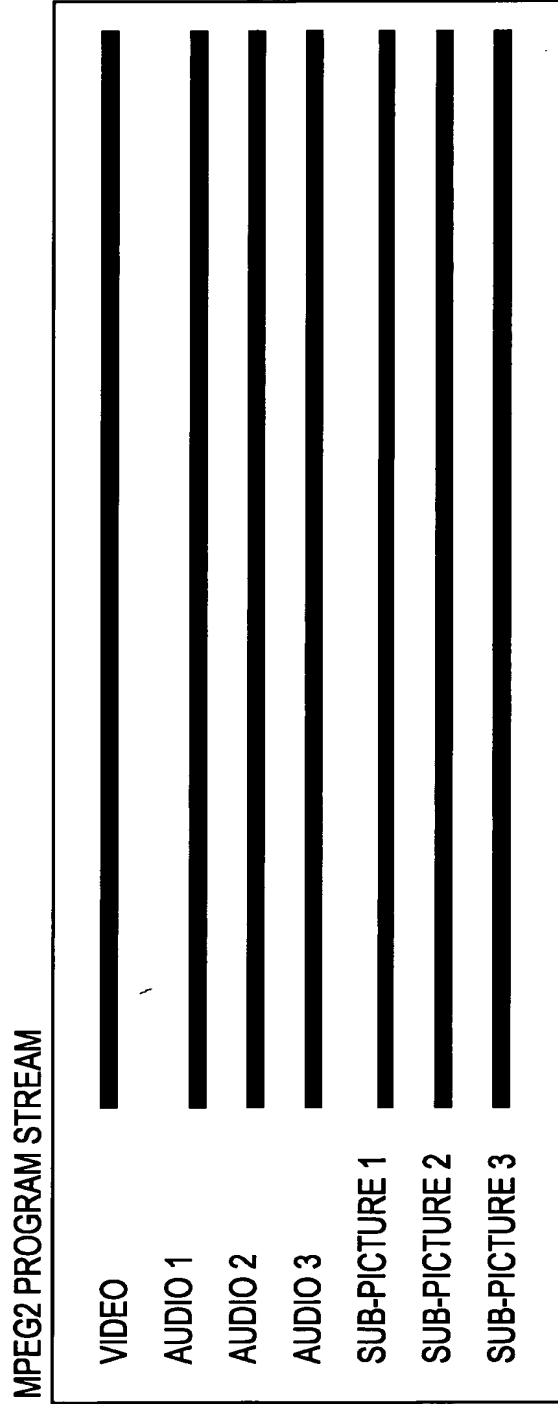


FIG. 3



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## FIG. 4

### STREAM NUMBER TABLE

A\_SN=1: AUDIO 2

A\_SN=2: AUDIO 1

A\_SN=3: AUDIO 3

S\_SN=1: SUB-PICTURE 3

S\_SN=2: SUB-PICTURE 1

S\_SN=3: SUB-PICTURE 2

FIG. 5

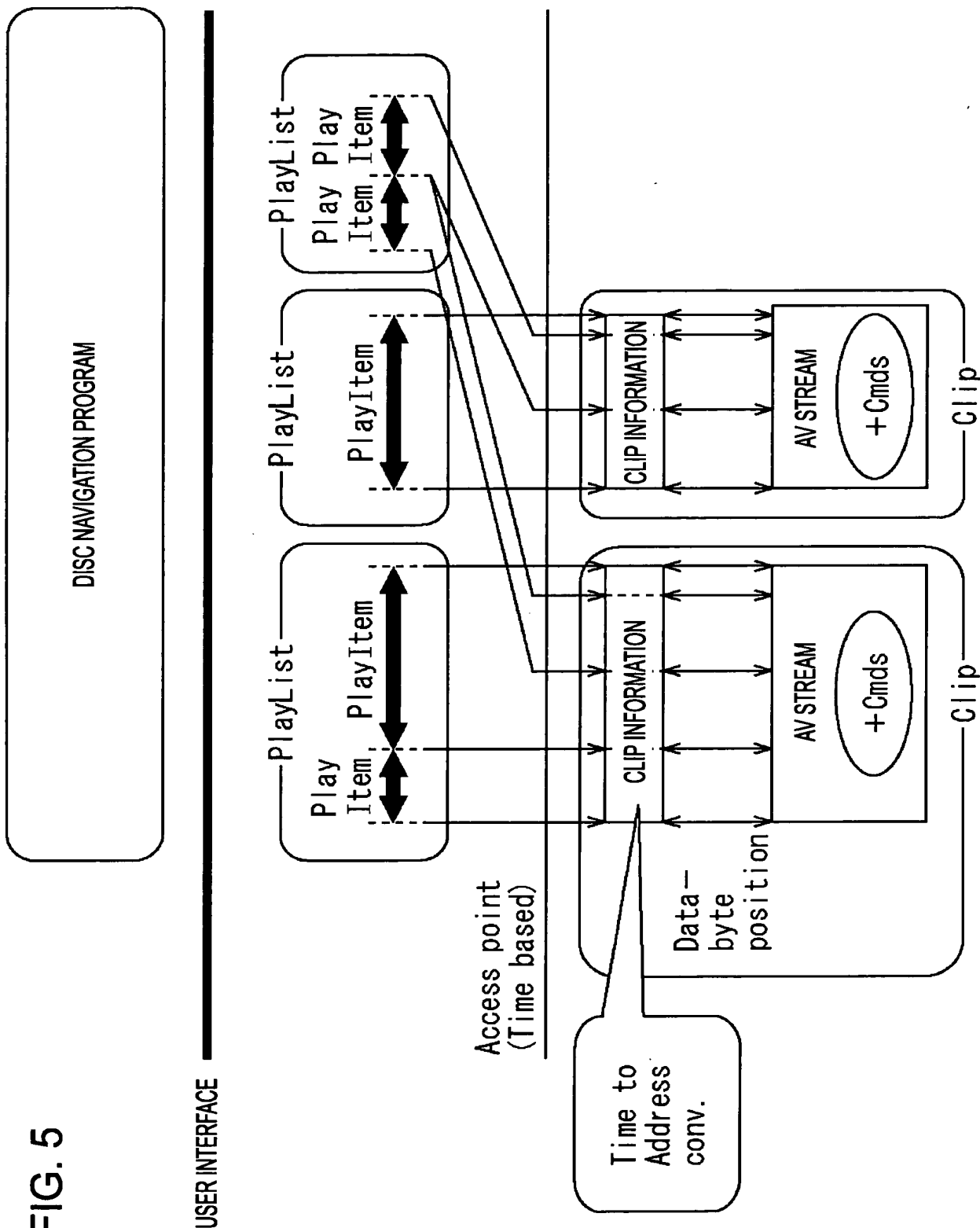


FIG. 6

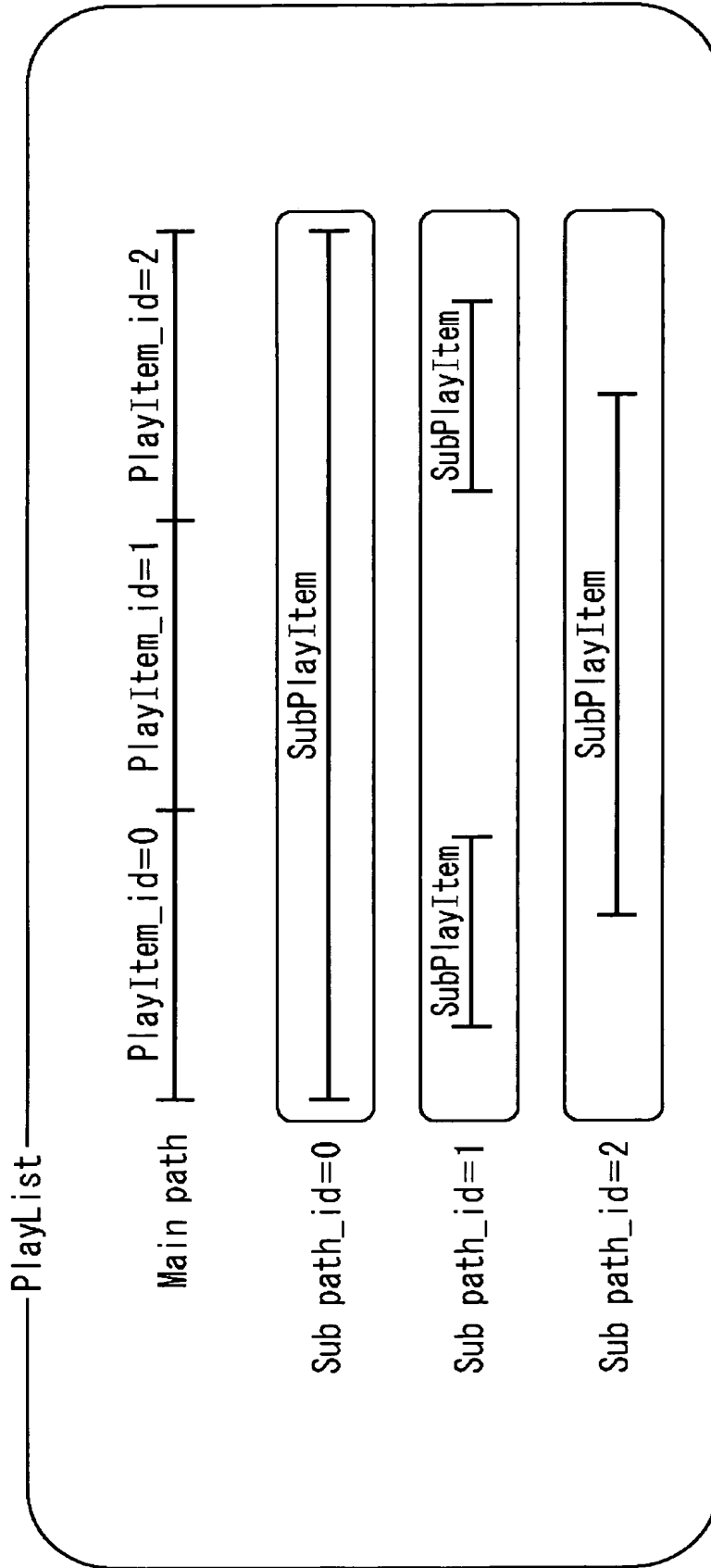
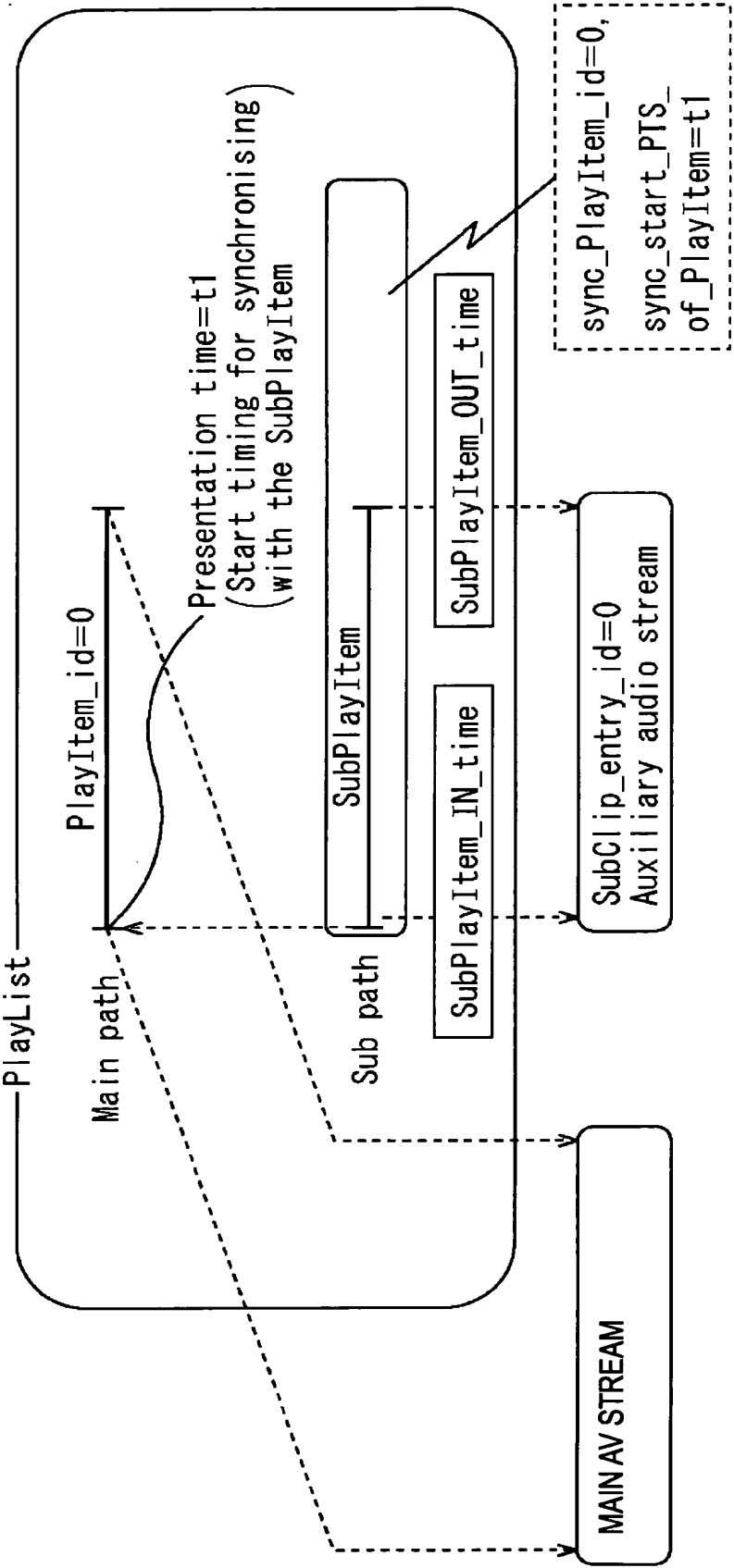


FIG. 7



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FIG. 8

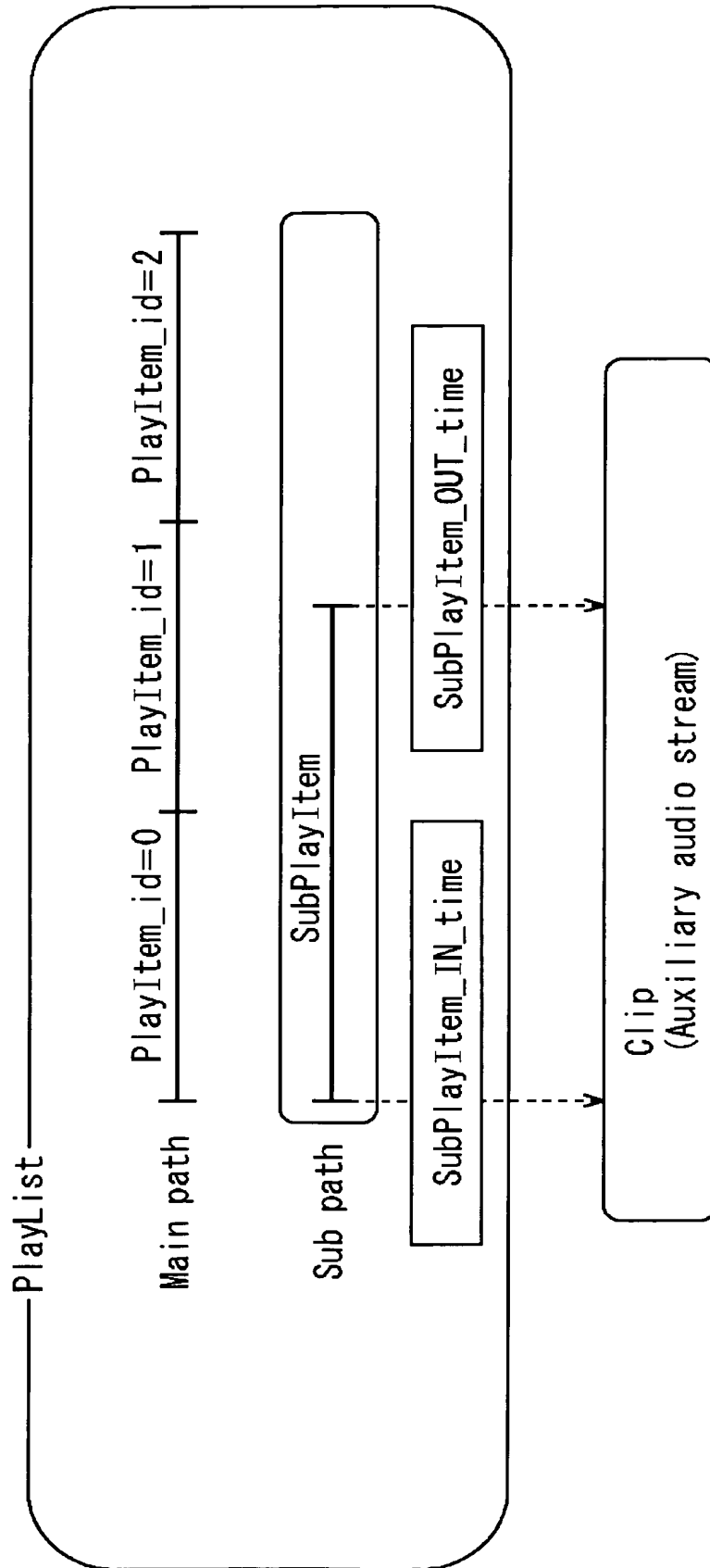


FIG. 9

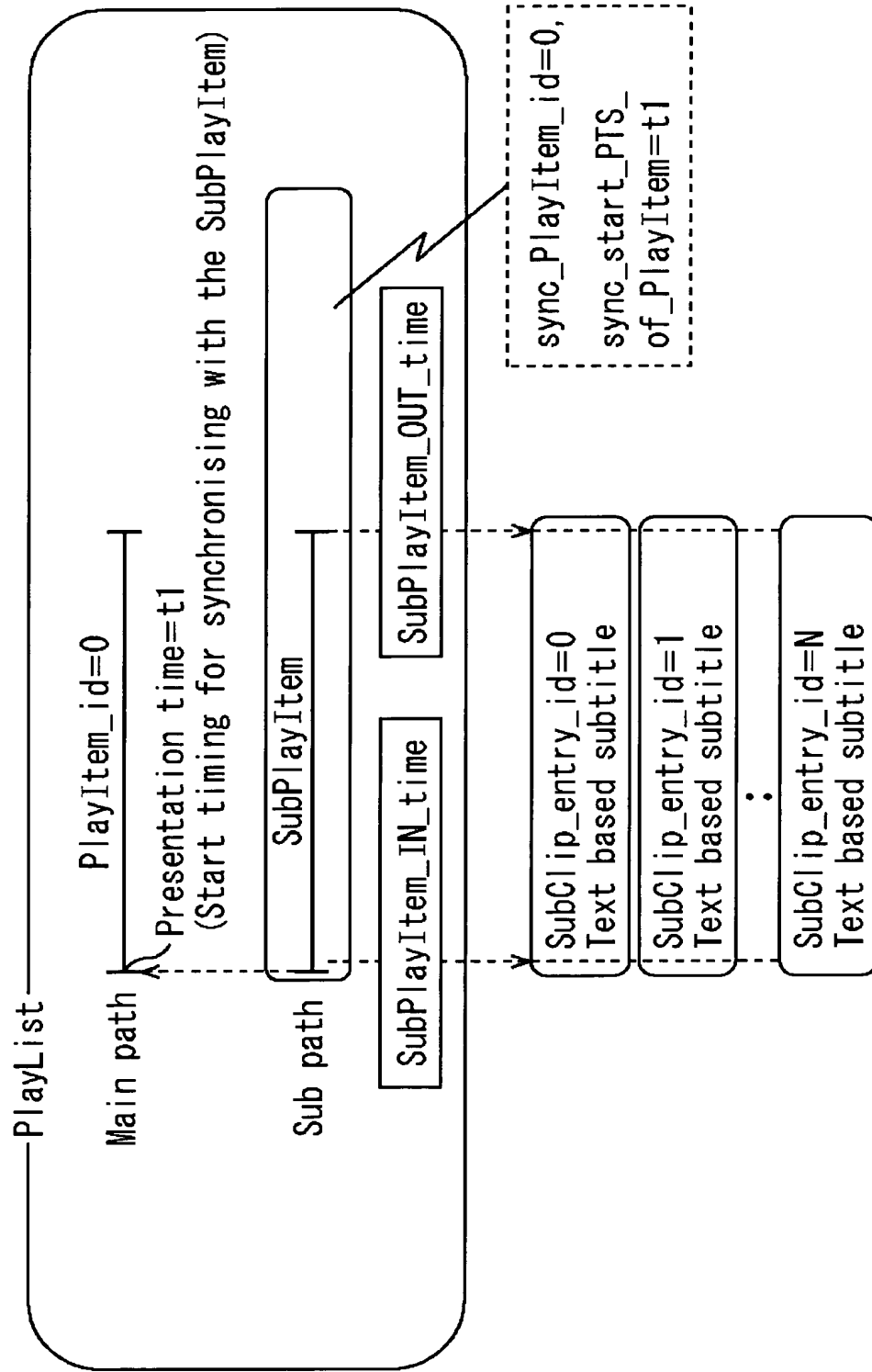
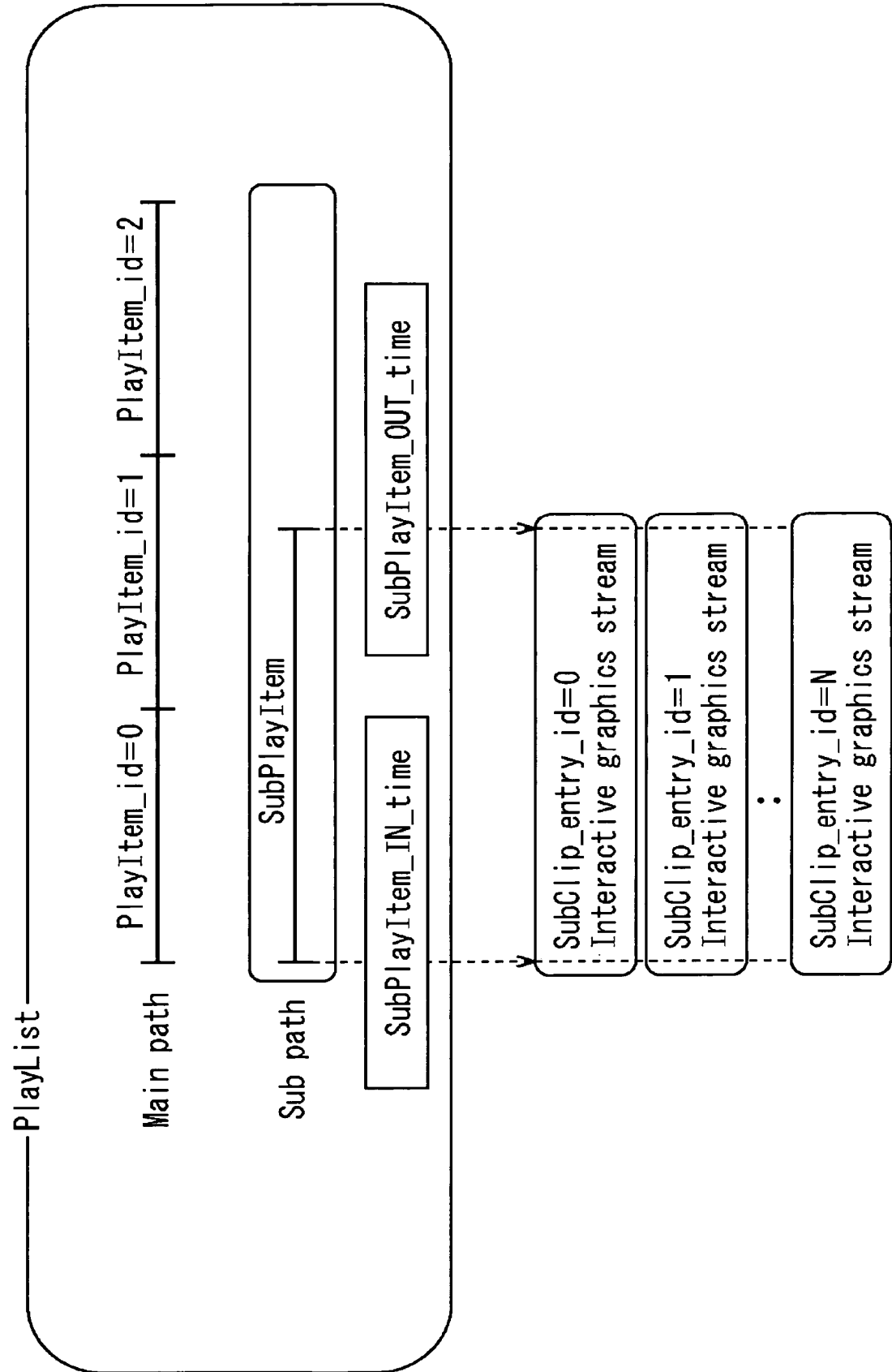




FIG. 10



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FIG. 11

PlayList-Syntax

Syntax	No. of bits	Mnemonic
PlayList() {		
length	32	uimsbf
reserved_for_future_use	16	bslbf
number_of_PlayItems	16	uimsbf
number_of_SubPaths	16	uimsbf
for (PlayItem_id=0;		
PlayItem_id<number_of_PlayItems;		
PlayItem_id++) {		
PlayItem()		
}		
for (SubPath_id= 0;		
SubPath_id<number_of_SubPaths;		
SubPath_id++) {		
SubPath()		
}		
}		

FIG. 12

SubPath-Syntax			
Syntax	No. of bits	Mnemonic	
SubPath() {			
length	32	uimsbf	
reserved_for_future_use	8	bslbf	
SubPath_type	8	uimsbf	
reserved_for_future_use	15	uimsbf	
is_repeat_SubPath	1	bslbf	
reserved_for_future_use	8	bslbf	
number_of_SubPlayItems	8	uimsbf	
for (i=0; i < number_of_SubPlayItems; i++) {			
SubPlayItem(i)			
}			
}			

# FIG. 13

SubPlayItem(i) -Syntax

Syntax	No. of bits	Mnemonic
SubPlayItem(i) {		
length	16	uimsbf
Clip_Information_file_name[0] //subclip_entry_id=0	8*5	bslbf
Clip_codec_identifier[0]	8*4	bslbf
reserved_for_future_use	31	bslbf
is_multi_Clip_entries	1	bslbf
ref_to_STC_id[0]	8	uimsbf
SubPlayItem_IN_time	32	uimsbf
SubPlayItem_OUT_time	32	uimsbf
sync_PlayItem_id	16	uimsbf
sync_start_PTS_of_PlayItem	32	uimsbf
if(is_multi_Clip_entries==1b) {		
reserved_for_future_use	8	bslbf
num_of_Clip_entries	8	uimsbf
for (subclip_entry_id=1; //Note:Entries after subclip_entry_id=0 subclip_entry_id<num_of_Clip_entries;subclip_entry_id ++){		
Clip_Information_file_name[subclip_entry_id]	8*5	bslbf
Clip_codec_identifier[subclip_entry_id]	8*4	bslbf
ref_to_STC_id[subclip_entry_id]	8	uimsbf
reserved_for_future_use	8	bslbf
}		
}		
}		

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**FIG. 14**

PlayItem-Syntax

Syntax	No. of bits	Mnemonic
PlayItem() {		
length	16	uimsbf
Clip_Information_file_name[0]	8*5	bslbf
Clip_codec_identifier[0]	8*4	bslbf
reserved_for_future_use	11	bslbf
is_multi_angle	1	bslbf
connection_condition	4	uimsbf
ref_to_STC_id[0]	8	uimsbf
IN_time	32	uimsbf
OUT_time	32	uimsbf
UO_mask_table()		
PlayItem_random_access_mode	8	uimsbf
still_mode	8	uimsbf
if(still_mode==0x1) {		
still_time	16	uimsbf
}else{		
reserved	16	bslbf
}		
if(is_multi_angle==1b) {		
number_of_angles	8	uimsbf
reserved_for_future_use	7	bslbf
is_seamless_angle_change	1	uimsbf
for(angle_id = 1; //Note: angles after angle_id=1		
angle_id<number_of_angles; angle_id++) {		
Clip_Information_file_name[angle_id]	8*5	bslbf
Clip_codec_identifier[angle_id]	8*4	bslbf
ref_to_STC_id[angle_id]	8	uimsbf
reserved_for_future_use	16	bslbf
}		
}		
STN_table()		
}		

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**FIG. 15**

STN\_table()

Syntax	No. of bits	Mnemonic
STN_table() {		
length	16	uimsbf
reserved_for_future_use	16	bslbf
number_of_video_stream_entries	8	uimsbf
number_of_audio_stream_entries	8	uimsbf
number_of_PG_textST_stream_entries	8	uimsbf
number_of_IG_stream_entries	8	uimsbf
reserved_for_future_use	64	bslbf
for (video_stream_id=0;		
video_stream_id < number_of_video_stream_entries;		
video_stream_id++) {		
stream_entry()		
stream_attribute()		
}		
for (audio_stream_id=0;		
audio_stream_id < number_of_audio_stream_entries;		
audio_stream_id++) {		
stream_entry()		
stream_attribute()		
}		
for (PG_textST_stream_id=0;		
PG_textST_stream_id < number_of_PG_textST_stream_entries;		
PG_txtST_stream_id++) {		
stream_entry()		
stream_attribute()		
}		
for (IG_stream_id=0;		
IG_stream_id < number_of_IG_stream_entries;		
IG_stream_id++) {		
stream_entry()		
stream_attribute()		
}		
}		

**FIG. 16**

stream\_entry()

Syntax	No. of bits	Mnemonic
stream_entry() {		
type	8	uimsbf
reserved	8	bslbf
if (type==1) {		
ref_to_stream_PID_of_mainClip	16	uimsbf
reserved_for_future_use	48	bslbf
} else if (type==2) {		
ref_to_SubPath_id	8	uimsbf
reserved_for_future_use	56	bslbf
} else if (type==3) {		
ref_to_SubPath_id	8	uimsbf
ref_to_subClip_entry_id	8	uimsbf
reserved_for_future_use	48	bslbf
}		
} else if (type==4) {		
ref_to_SubPath_id	8	uimsbf
ref_to_subClip_entry_id	8	uimsbf
ref_to_stream_PID_of_subClip	16	uimsbf
reserved_for_future_use	32	bslbf
}		
}		

FIG. 17

stream\_attribute()

Syntax	No. of bits	Mnemonic
stream_attribute() {		
length	8	uimsbf
stream_coding_type	8	bslbf
if (stream_coding_type==0x02) {		
video_format	4	bslbf
frame_rate	4	bslbf
aspect_ratio	4	bslbf
reserved_for_future_use	4	bslbf
} else if (stream_coding_type==0x80    stream_coding_type==0x81    stream_coding_type==0x82) {		
audio_presentation_type	4	bslbf
sampling_frequency	4	bslbf
audio_language_code	8*2	bslbf
reserved_for_future_use	8	bslbf
} else if (stream_coding_type==0x90) { // Presentation graphics stream		
PG_language_code	8*2	bslbf
} else if (stream_coding_type==0x91) { // Interactive graphics stream		
IG_language_code	8*2	bslbf
} else if (stream_coding_type==0x92) { // Text subtitle stream		
character_code	8	bslbf
textST_language_code	8*2	bslbf
}		
}		



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FIG. 18

stream\_coding\_type

stream_coding_type	Meaning
0x02	MPEG-2 video stream
0x80	HDMV LPCM audio
0x81	Dolby AC-3 audio
0x82	dts audio
0x90	Presentation graphics stream
0x91	Interactive graphics stream
0x92	Text subtitle stream
other values	reserved

FIG. 19

video\_format

video_format	Meaning	Video standard
0	reserved	
1	480i	ITU-R BT. 601-4
2	576i	ITU-R BT. 601-4
3	480p	SMPTE 293M
4	1080i	SMPTE 274M
5	720p	SMPTE 296M
6	1080p	SMPTE 274M
7 - 14	reserved	

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FIG. 20

frame\_rate

frame_rate	Meaning [Hz]
0	reserved
1	24 000/1001 (23.976...)
2	24
3	25
4	30 000/1001 (29.97...)
5	reserved
6	50
7	60 000/1001 (59.94...)
8-15	reserved

FIG. 21

aspect\_ratio

aspect_ratio	Meaning
0	reserved
1	reserved
2	4:3 display aspect ratio
3	16:9 display aspect ratio
4-15	reserved

## FIG. 22

audio\_presentation\_type

audio_presentation_type	Meaning
0	reserved
1	single mono channel
2	dual mono channel
3	stereo (2-channel)
4	reserved
5	reserved
6	multi-channel
7-15	reserved

## FIG. 23

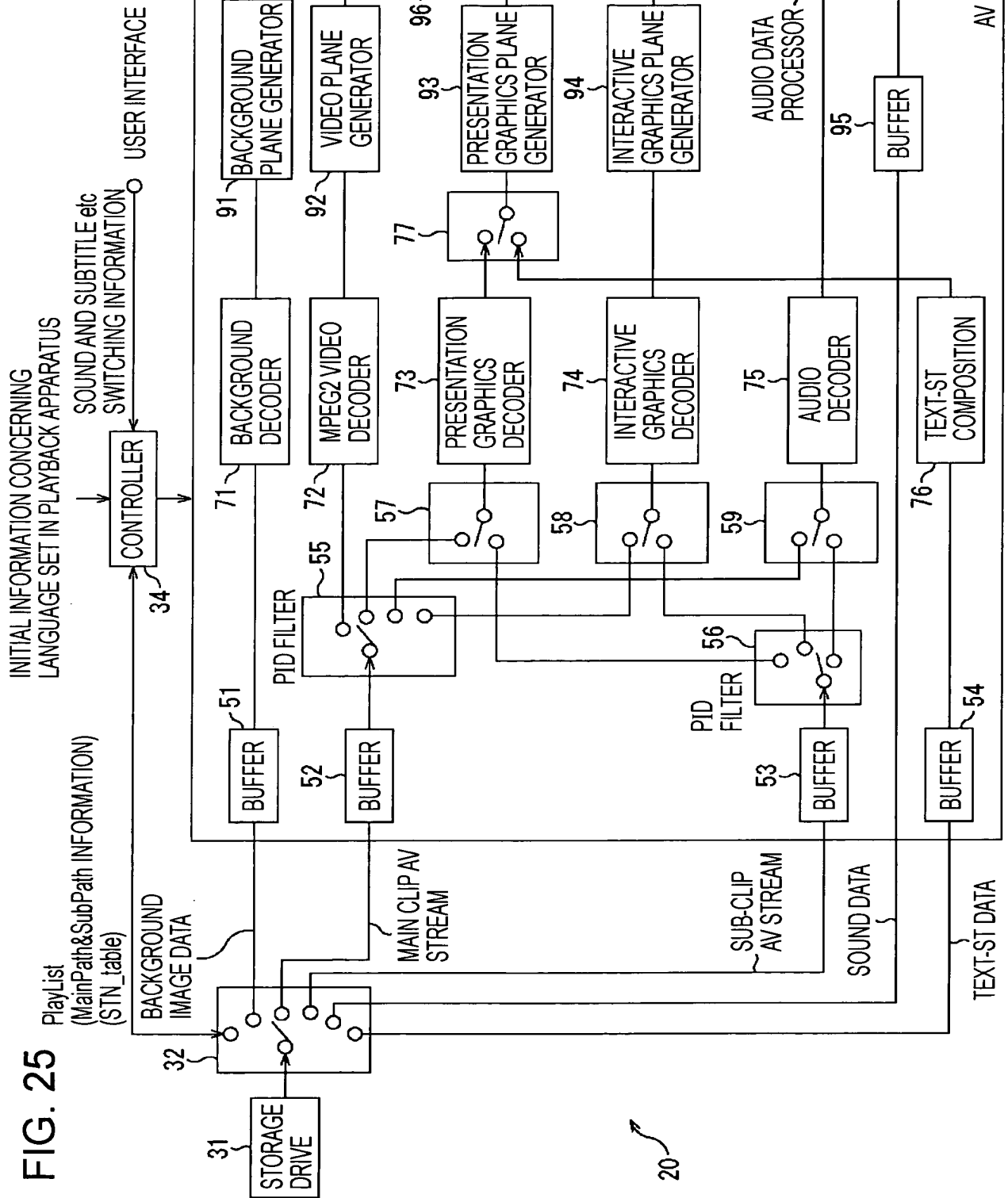
sampling\_frequency

sampling_frequency	Meaning
0	reserved
1	48 kHz
2	reserved
3	reserved
4	96 kHz
5 -15	reserved

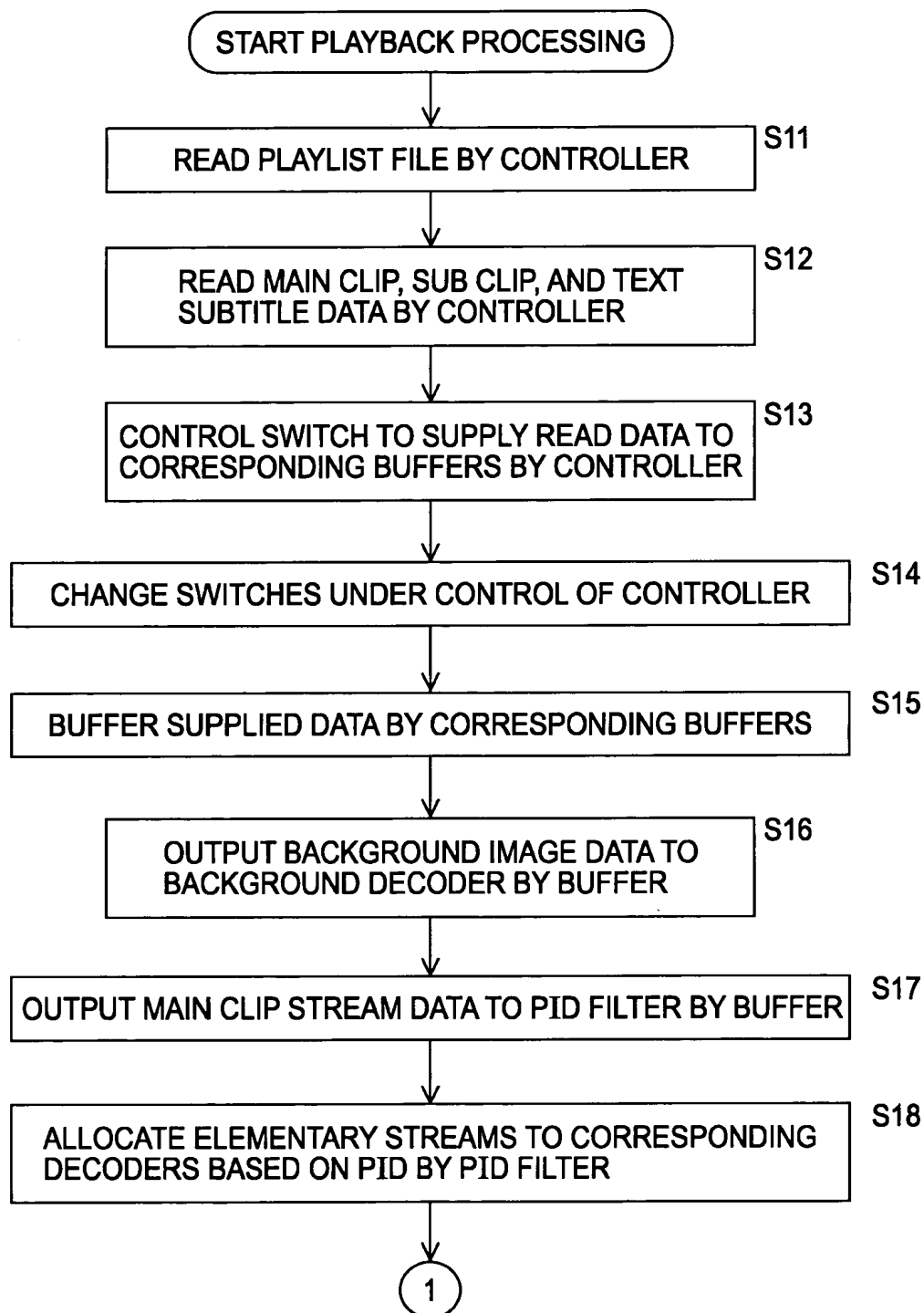
FIG. 24

Character code		Character set	Character Encoding scheme
Character value			
0x00		reserved	
0x01		Unicode V1.1 (ISO 10646-1)	UTF8
0x02		Unicode V1.1 (ISO 10646-1)	UTF16 big endian
0x03		Shift JIS (Japanese)	
0x04		KSC 5601-1987 including KSC 5653 for Roman character (Korean)	
0x05		GB18030-2000 (Chinese)	
0x06		GB2312 (Chinese)	
0x07		BIG5 (Chinese)	
Others		Reserved	

FIG. 25

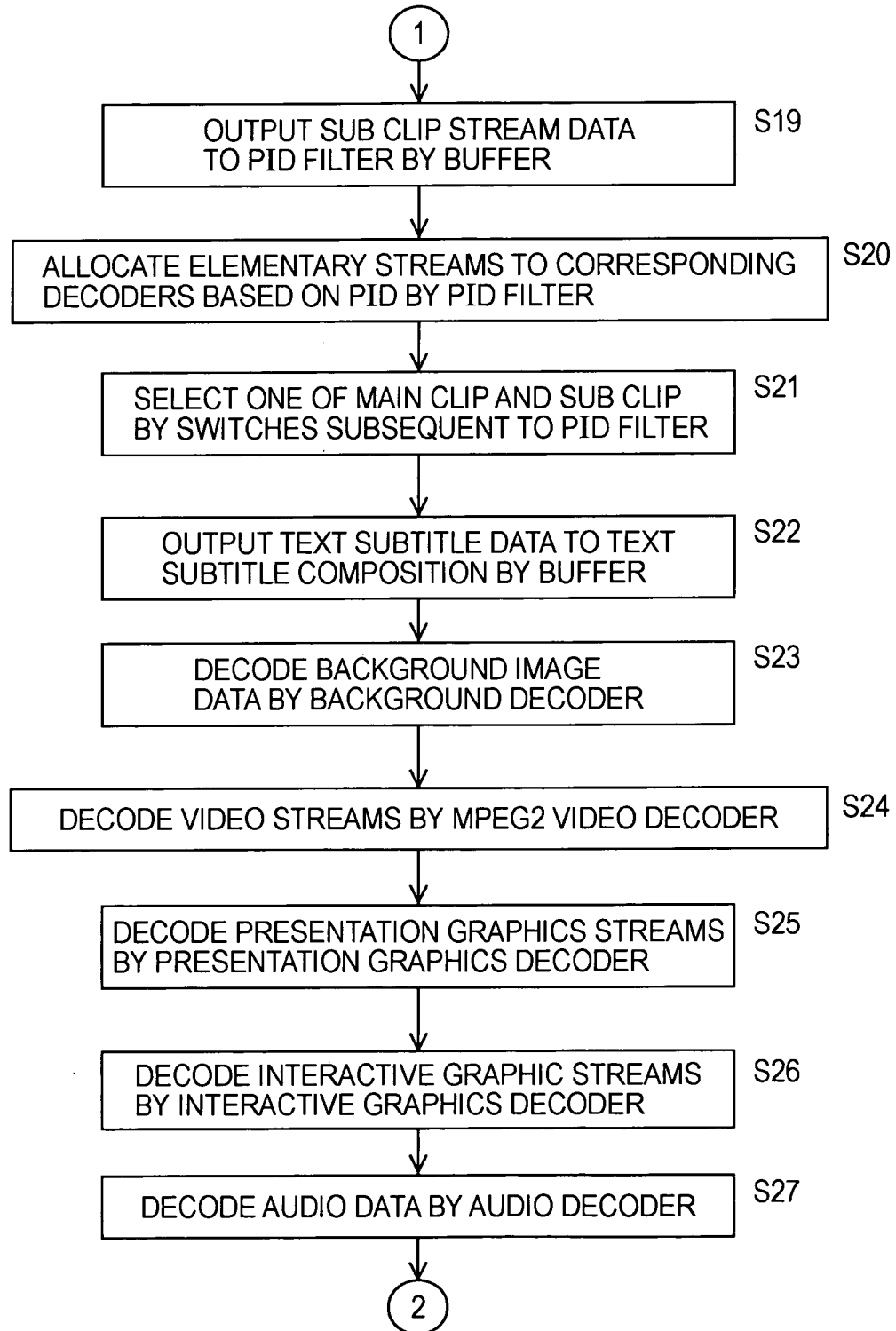


**FIG. 26**



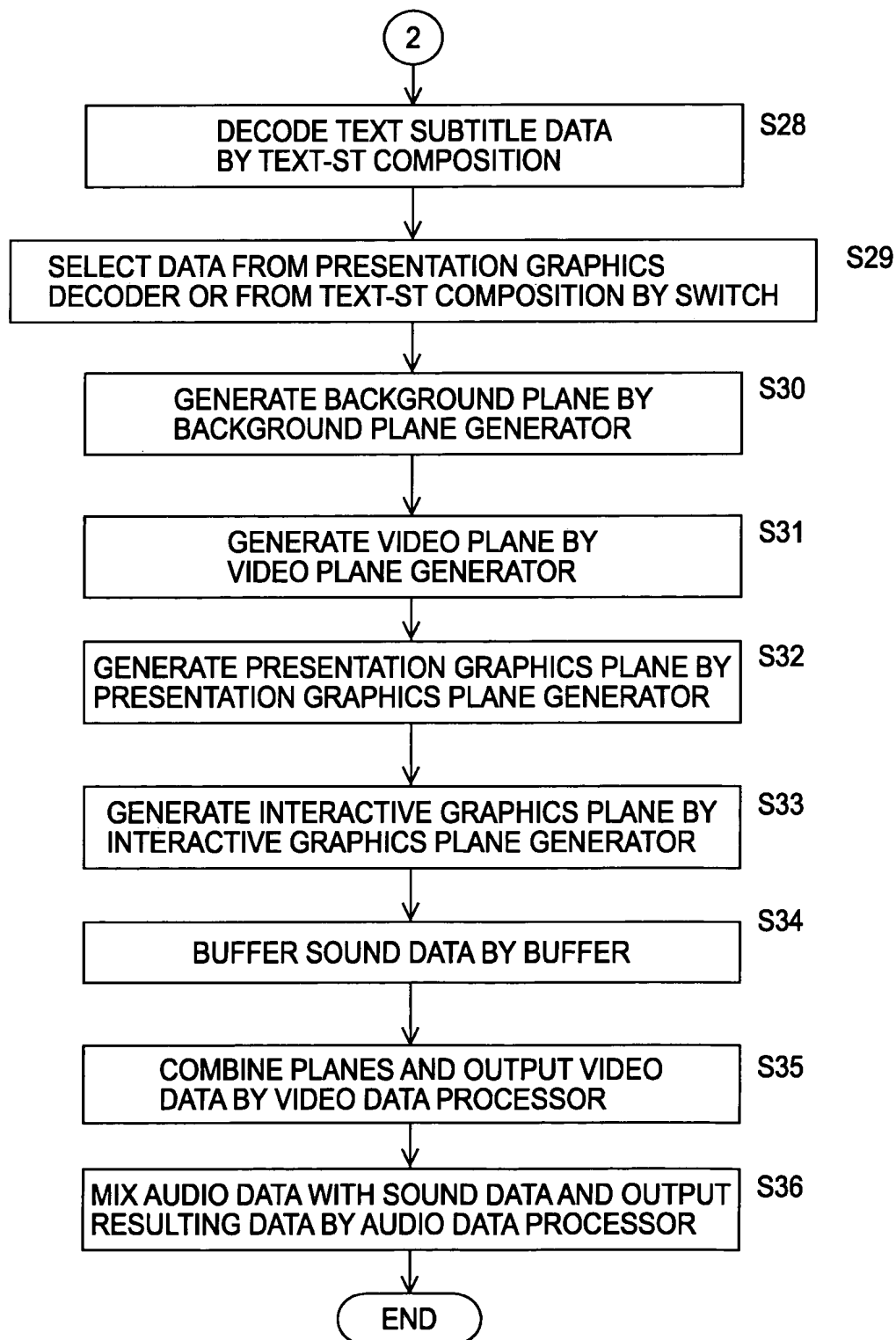
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FIG. 27



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FIG. 28





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FIG. 29

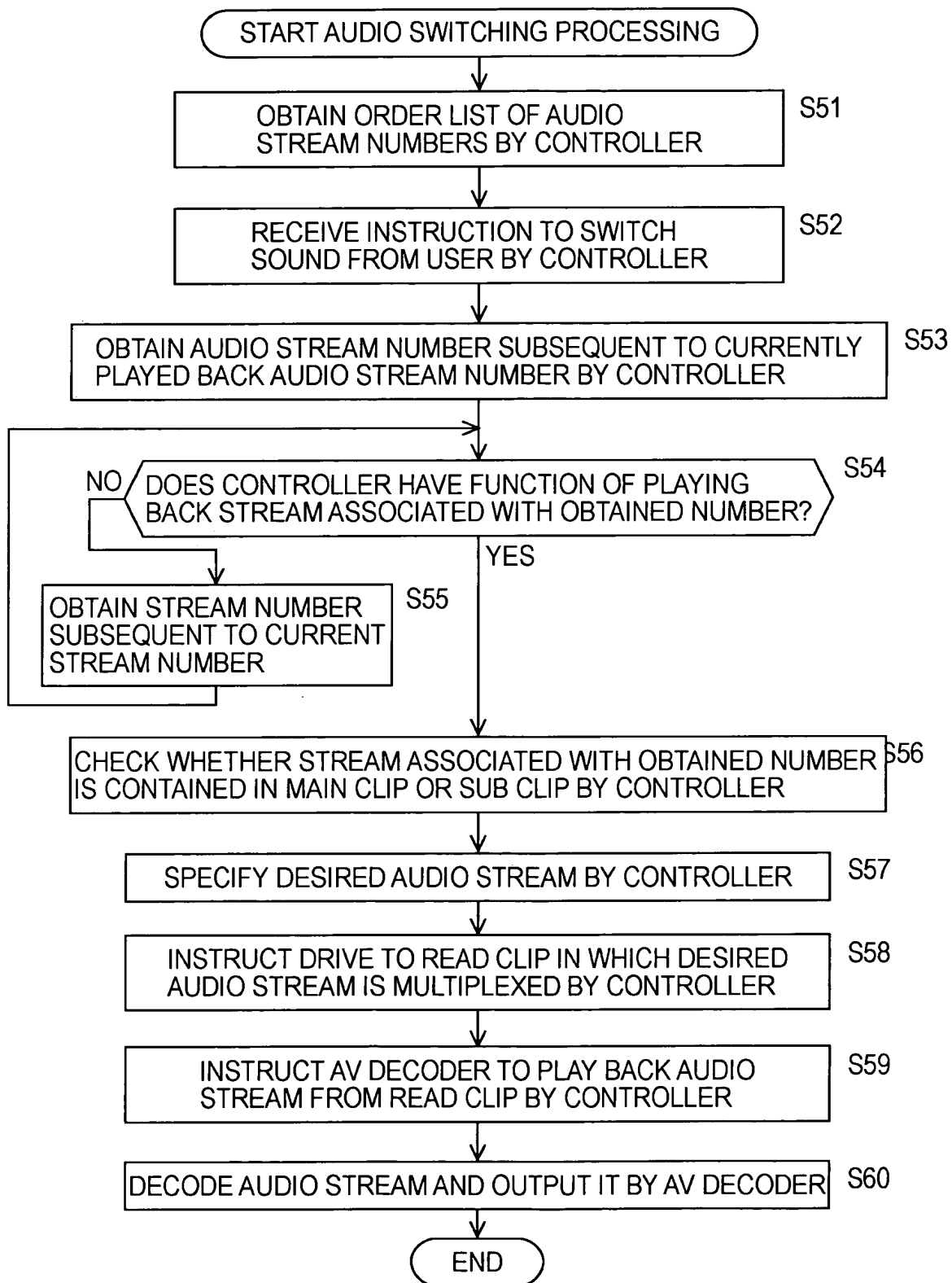


FIG. 30

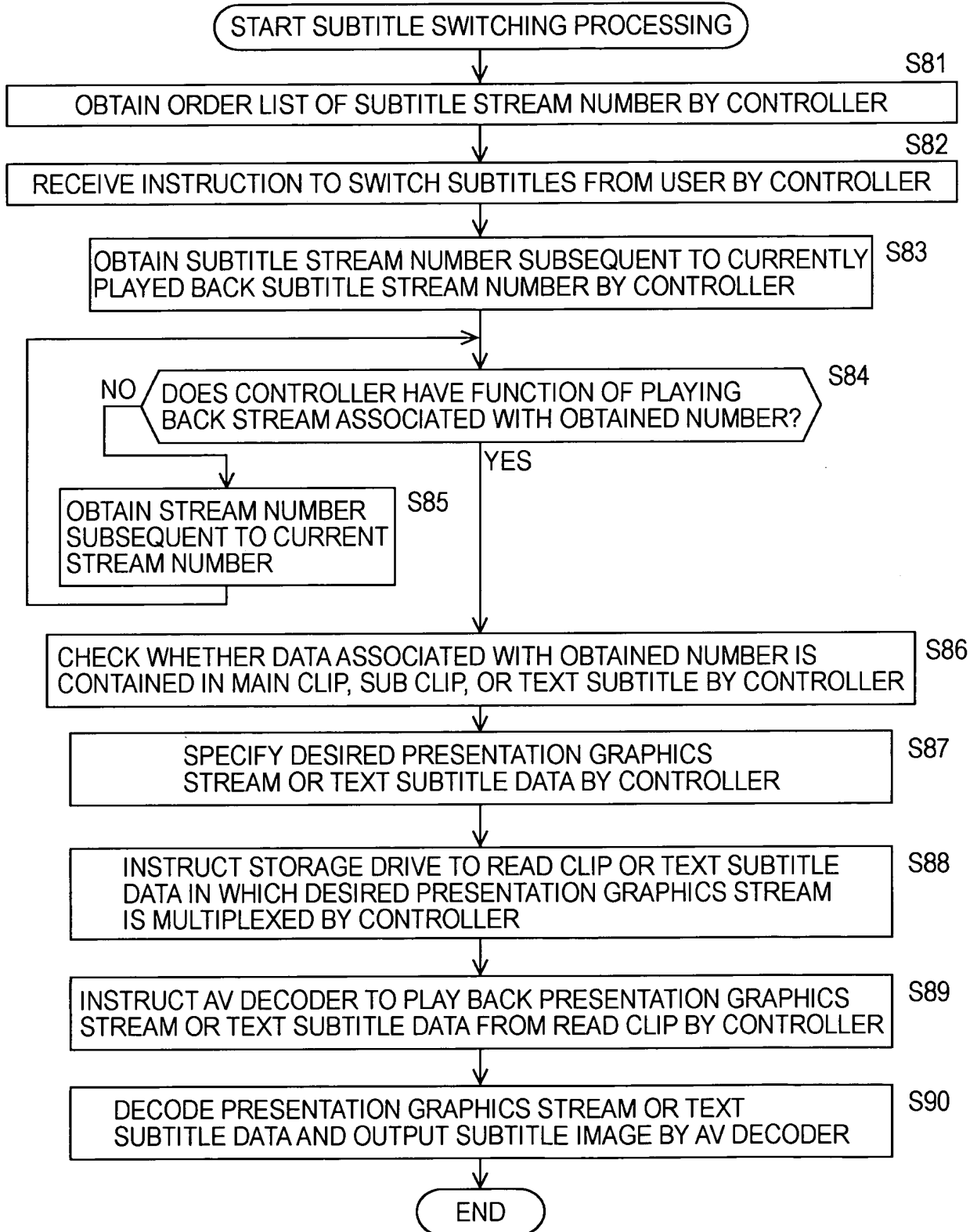
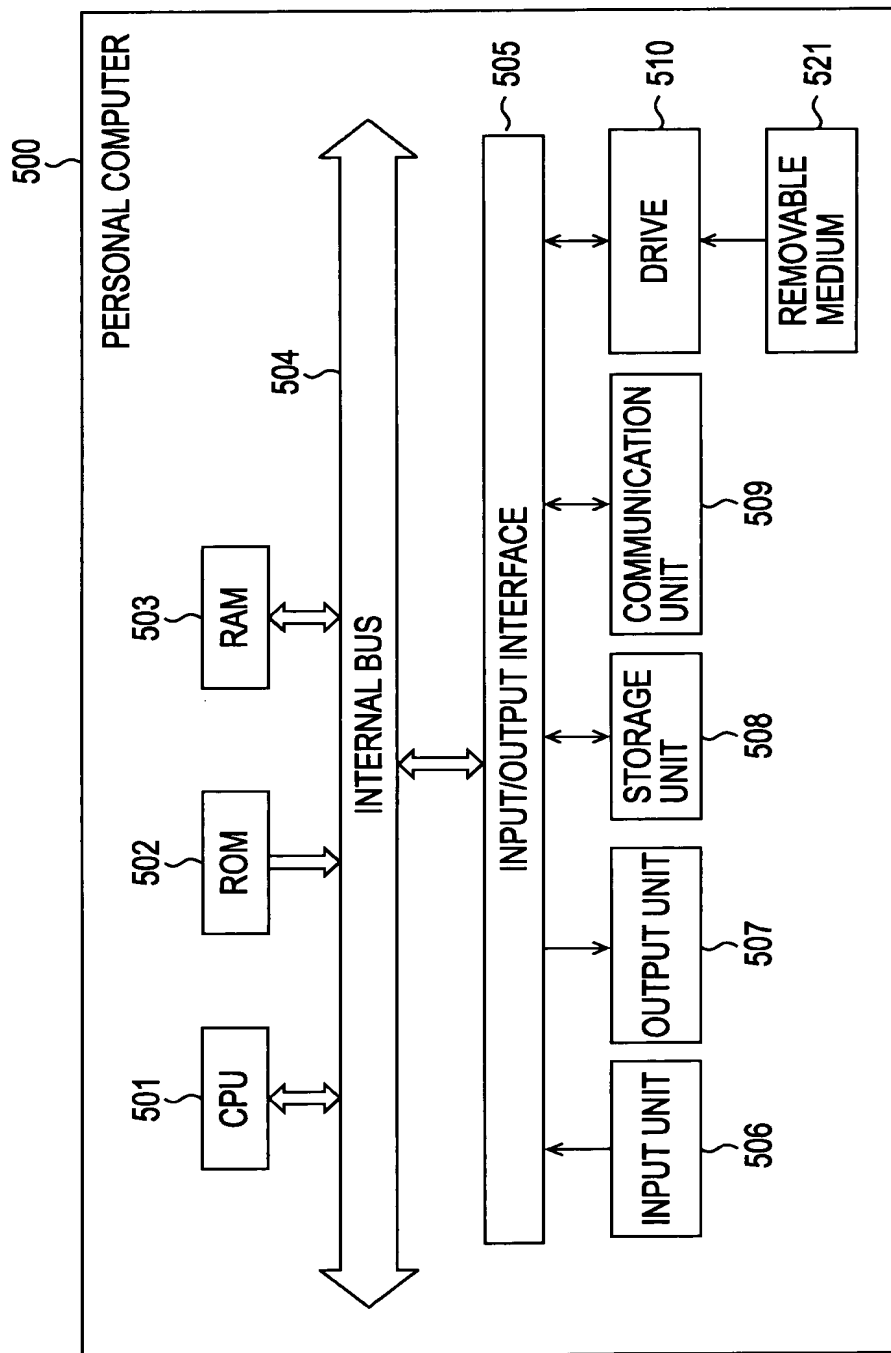


FIG. 31



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FIG. 32A

PlayList

Syntax	No. of bits	Mnemonic
PlayList() {		
length	32	uimsbf
reserved_for_future_use	16	bslbf
number_of_PlayItems	16	uimsbf
for (PlayItem_id=0;		
PlayItem_id<number_of_PlayItems;		
PlayItem_id++) {		
PlayItem()		
}		
}		

FIG. 32B

SubPaths

Syntax	No. of bits	Mnemonic
SubPaths() {		
length	32	uimsbf
reserved_for_future_use	16	bslbf
number_of_SubPaths	16	uimsbf
for (SubPath_id= 0;		
SubPath_id<number_of_SubPaths;		
SubPath_id++) {		
SubPath()		
}		
}		

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FIG. 33

Syntax	No. of bits	Mnemonic
stream_entry() {		
length	8	uimbsf
type	8	bslbf
if (type==1) {		
ref_to_stream_PID_of_mainClip	16	uimbsf
reserved_for_future_use	48	bslbf
} else if (type==2) {		
ref_to_SubPath_id	8	uimbsf
ref_to_subClip_entry_id	8	uimbsf
ref_to_stream_PID_of_subClip	16	uimbsf
reserved_for_future_use	32	bslbf
}		
}		

FIG. 34

type	Meaning
0	reserved
1	Identify an elementary stream of the Clip used by the PlayItem.
2	Identify an elementary stream of the Clip used by a SubPath associated with the PlayItem.
others	reserved